CLAIMS

I claim:

1. A computer system comprising:

a display buffer that is configured to facilitate a rendering of a display area to a display device, and

a window manager, operably coupled to the display buffer, having an active area that is larger than the display area, and is configured to facilitate a visual representation of objects in the display area, via a mapping of the display area to locations of the objects in the active area, wherein

the active area is dynamically reconfigurable via a user input.

2. The computer system of claim 1, wherein

the active area is arbitrarily shaped.

3. The computer system of claim 1, wherein

the active area includes

one or more connected regions that facilitate navigation and access to the objects, via a relocation of the display area relative to the active area.

4. The computer system of claim 3, wherein

the active area further includes

one or more blocking regions that limit the navigation and access to the objects.

5. The computer system of claim 4, wherein

the one or more connected regions are illustrated in the display area as passageways through the one or more blocking regions.

6. The computer system of claim 5, wherein

the user input for dynamic reconfiguration of the active area includes a modification of the passageways.

7. The computer system of claim 6, wherein

the modification of the passageways is effected via a movement of one of the objects into the one or more blocking regions.

8. The computer system of claim 3, wherein

access to one or more regions of the connected regions is selectively controlled.

9. The computer system of claim 8, wherein

the access is selectively controlled based on at least one of:

a size of the region,

a portal to the region,

a shape of the region, and

an orientation of the region.

10. The computer system of claim 1, wherein

the window manager is further configured to provide a representation of a substantially larger portion of the active area to the display buffer, to facilitate movement of the display area relative to the active area.

11. A user interface to a windows management system, comprising

a visual representation of a display area that is a subset of an active area of the windows management system,

wherein

the subset of the active area is represented as a plurality of connected passageways that facilitate navigation and access to objects within the active area.

12. The user interface of claim 11, wherein

the subset of the active area is further represented as including one or more blocking regions that limit the navigation and access to the objects.

13. The user interface of claim 11, further including

one or more user controllable tools that facilitate creation and modification of passageways that comprise the plurality of connected passageways.

14. The user interface of claim 13, wherein

the one or more user controllable tools include:

a drawing tool, and

an object-moving tool.

15. The user interface of claim 11, wherein

one or more passageways of the connected passageways include an associated access-control parameter that limits the navigation and access to the objects within the active area.

16. The user interface of claim 15, wherein

the access-control parameter is based on at least one of:

a size of the one or more passageways,

a portal to the one or more passageways,

a shape of the one or more passageways, and

an orientation of the one or more passageways.

17. A method for dynamically configuring an active area of a windows management system, comprising:

presenting a visual representation of a subset of the active area, wherein the subset of the active area is visually represented as a plurality of passageways that facilitate navigation and access to objects of the windows management system, and

providing one or more tools to facilitate receipt of user input for modifying the plurality of passageways, and

modifying the visual representation of the subset of the active area corresponding to the user input.

18. The method of claim 17, wherein

the one or more tools include:

a drawing tool, and

an object-moving tool.

19. The method of claim 17, further including

selectively preventing user access to the one or more tools for modifying the plurality of passageways.

20. The method of claim 17, further including

limiting navigation and access to the objects, based on characteristics associated with the plurality of passageways.

21. A windows management system, comprising:

a user interface, and

a window manager, operably coupled to the user interface, that is configured:

to receive user input from the user interface for controlling placement of objects within an active area, and placement of access passageways to the objects, and

to maintain an active area map corresponding to the placement of the objects, and the placement of the access passageways,

wherein the active area map is configured to be unbounded, thereby allowing for a dynamic configuration of the active area map, based on the placement of the objects and the access passageways.

22. The windows management system of claim 21, wherein

the window manager is further configured to provide a mapping between the active area map and a display area corresponding to a subset of the active area map to produce a bit-map image of the display area in a display buffer.

23. The windows management system of claim 22, wherein

the window manager is further configured to provide bit-map images of the objects to the display buffer, based on a set of object definitions.

24. The windows management system of claim 21, wherein

the window manager is further configured to limit subsequent access to the objects, based on the placement of the access passageways.

25. The windows management system of claim 24, wherein

the window manager is further configured to limit subsequent access to the objects, based on at least one of:

a size of the access passageways,

a portal to the access passageways,

a shape of the access passageways, and

an orientation of the access passageways.